Modelling Systems: Practical Tools and Techniques in Software Development. By John Fitzgerald and Peter Larsen. Cambridge University Press, New York. (1998). 269 pages. $85.00 (hardback); $39.95 (paperback) (CD-ROM included).
Contents:

Foreword. Preface. 1. Introduction. 2. Constructing a model. 3. Toolbox lite. 4. Describing system properties using logical expressions. 5. The elements of a formal model. 6. Sets. 7. Squences. 8. Mappings. 9. Validating models. 10. State-based modelling. 11. Large-scale modelling. 12. Using VDM in practice. Appendices. A. Language guide. B. Solutions to exercises. Bibliography. Subject index. Definitions index.

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Contents:

Apologia. Preface. I. Fundamentals. II. Electrical networks. III. Flows, connectivity and matching. IV. Extremal problems. V. Colouring. VI. Ramsey theory. VII. Random graphs. VIII. Graphs, groups and matrices. IX. Random walks on graphs. X. The Tutte polynomial. Symbol index. Name index. Subject index.

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Preface. 1. Systems of linear equations. 2. Matrix algebra. 3. Linear spaces. 4. Inner product spaces. 5. Linear transformations. 6. Eigenspaces. Proof of facts. References. Maple and ILAT. Index.

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Contents:

Preface. 1. Data structures and algorithms. 2. Programming with arrays and pointers. 3. Overview of container mechanisms. 4. Overview of the standard template library. 5. Vector programming. 6. Dequeue programming. 7. Lists. 8. Sets, maps, multisets, and multimaps. 9. Hash tables. Appendix. STL summary. Bibliography. Index.

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